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S EVASION - www-evasion.imag.fr
... In particular, our **dynamic** equations represent a system composed of a large ... Impact methods propagate collisions until impacts fall below a given **threshold**. ...
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Coping with friction for non-penetrating rigid body simulation
D Baraff, A Witkin - Computer Graphics, 1991 - www-cgi.cs.cmu.edu
... This is the first efficient algorithm we know of for computing **dynamic** 31 ... Author address (May 1994): **David Baraff**, School of Computer Science, Carnegie Mellon ...
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The virtual stuntman: **dynamic** characters with a repertoire of autonomous motor skills
P Faloutsos, M Van de Panne, D Terzopoulos - COMPUT GRAPHICS(PERGAMON), 2001 - mrl.nyu.edu
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Curved surfaces and coherence for non-penetrating rigid body simulation
D Baraff - Computer Graphics, 1990 - portal.acm.org
... **David Baraff** ... Robotics generally focuses on problems posed in terms of a **dynamic** environment; the movement of bodies is known in terms of some function of time. ...
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A Robot Soccer Simulator: A Case Study for Rigid Body Contact
E Larsen - Game Developers Conference, 2001 - research.scea.com
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[PS] **Dynamic** analysis of human walking
F Faure, G Debunne, MP Cani-Gascuel, F Multon - Proceedings of the 8th Workshop on Computer Animation and ..., 1997 - www-evasion.imag.fr
... user when the motion is unfeasible (ie, when torques exceed a given **threshold**). ... Mixed method for complex **kinematic** constraints in **dynamic** gure ani ...
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Toward Virtual Actors
M Kalisiak - dgp.toronto.edu
... recently, starting with the seminal paper by Donald et al.[DXCR93], on kinodynamic planners, ones which incorporate both, the **kinematic** and **dynamic** aspects of ...
View as HTML - Web Search - dgp.toronto.edu

Geometric Awareness for Interactive Object Manipulation
MH Choi, JF Cremer - Proceedings of Graphics Interface, 1999 - graphics.cudenver.edu
... Going beyond purely **kinematic** or **dynamic** approaches, our ... to in- vestigate a purely **kinematic** approach because at ... feature dis- tances fall below some **threshold**. ...
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Geometrically-Aware Interactive Object Manipulation
MH Choi, JF Cremer - Computer Graphics Forum, 2000 - blackwell-synergy.com
... a nearest feature witness grows beyond some **threshold**. ... objective function E(q) with **kinematic** equality constraints ... The constraint set is **dynamic**; it changes as ...
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Automatic simplification of particle system dynamics
D O'Brien, S Fisher, MC Lin - Computer Animation, 2001 - cs.unc.edu
... is used when the frame rate drops below an ac- ceptable **threshold**, may provide ... We have applied our framework to **dynamic** sim- ulation of a water fountain and a ...
Cited by 11 - View as HTML - Web Search - cg.cs.uni-bonn.de - cg.cs.uni-bonn.de - ieeexplore.ieee.org - all 5 versions »

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F Caillette - cs.man.ac.uk
... The conjunction of the **kinematic**, **dynamic** and appearance models can give a very robust tracker [NH01], especially when used within a statistical framework (see ...
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Y Duan - cs.missouri.edu
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61 Facial animation & hair: Adaptive Wisp Tree: a multiresolution control structure for simulating dynamic clustering in hair motion

F. Bertails, T-Y. Kim, M-P. Cani, U. Neumann

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**

Full text available: pdf(1.88 MB) Additional Information: full citation, abstract, references, citings, index terms

Realistic animation of long human hair is difficult due to the number of hair strands and to the complexity of their interactions. Existing methods remain limited to smooth, uniform, and relatively simple hair motion. We present a powerful adaptive approach to modeling dynamic clustering behavior that characterizes complex long-hair motion. The Adaptive Wisp Tree (AWT) is a novel control structure that approximates the large-scale coherent motion of hair clusters as well as small-scaled variatio ...

62 Rendering: An efficient spatio-temporal architecture for animation rendering

Vlastimil Havran, Cyrille Damez, Karol Myszkowski, Hans-Peter Seidel

June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**

Full text available: pdf(2.84 MB) Additional Information: full citation, abstract, references, citings, index terms

Producing high quality animations featuring rich object appearance and compelling lighting effects is very time consuming using traditional frame-by-frame rendering systems. In this paper we present a rendering architecture for computing multiple frames at once by exploiting the coherence between image samples in the temporal domain. For each sample representing a given point in the scene we update its view-dependent components for each frame and add its contribution to pixels identified through ...

63 Level of detail: Visual importance-biased image synthesis animation

Ross Brown, Binh Pham, Anthony Maeder

February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia**

Full text available: pdf(429.09 KB) Additional Information: full citation, abstract, references, index terms

Present ray tracing algorithms are computationally intensive, requiring hours of computing time for complex scenes. Our previous work has dealt with the development of an overall approach to the application of visual attention to progressive and adaptive ray-tracing techniques. The approach facilitates large computational savings by modulating the

supersampling rates in an image by the visual importance of the region being rendered.This paper extends the approach by incorporating temporal change ...

Keywords: animation techniques, image synthesis, motion importance

64 BEAT: the Behavior Expression Animation Toolkit

Justine Cassell, Hannes Högni Vilhjálmsson, Timothy Bickmore

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(158.86 KB) Additional Information: full citation, abstract, references, citings, index terms

The Behavior Expression Animation Toolkit (BEAT) allows animators to input typed text that they wish to be spoken by an animated human figure, and to obtain as output appropriate and synchronized nonverbal behaviors and synthesized speech in a form that can be sent to a number of different animation systems. The nonverbal behaviors are assigned on the basis of actual linguistic and contextual analysis of the typed text, relying on rules derived from extensive research into human conversationa ...

Keywords: animation systems, facial animation, gesture, speech synthesis

65 Artificial intelligence for animation: Imitation as a first step to social learning in synthetic characters: a graph-based approach

D. Buchsbaum, B. Blumberg

July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Full text available: pdf(1.72 MB) Additional Information: full citation, abstract, references, index terms

The processes and representations used to generate the behavior of expressive virtual characters are a valuable and largely untapped resource for helping those characters make sense of the world around them. In this paper, we present Max T. Mouse, an anthropomorphic animated mouse character who uses his own motor and behavior representations to interpret the behaviors he sees his friend Morris Mouse performing. Specifically, by using his own motor and action systems as models for the behavioral ...

66 The ALVW system: an interface for smart behavior-based 3D computer animation

Alfredo Pina, Francisco J. Seron, Diego Gutierrez

June 2002 **Proceedings of the 2nd international symposium on Smart graphics SMARTGRAPH '02**

Full text available: pdf(1.75 MB) Additional Information: full citation, abstract, references

This paper describes the ALVW system, a high-level interface for producing smart behavior-based 3D Computer Animation. The system allows the design and simulation of virtual worlds, environments and their inhabitants. Once the simulation of the virtual ecosystem is run, the results are transferred to a commercial 3D program, where a realistic animation can be produced based on the transferred data. The concatenation of all these processes allows us to produce a realistic 3D Computer Animation sh ...

Keywords: artificial life, behavior modeling, computer animation, interface, synthetic actors

67 Computational fluid dynamics in a traditional animation environment

Patrick Witting

July 1999 **Proceedings of the 26th annual conference on Computer graphics and**

interactive techniques

Full text available: pdf(734.22 KB) Additional Information: full citation, references, citings, index terms

Keywords: animation, animation systems, applications, fluid simulations, natural phenomena, numerical analysis, physically based animation, physically based modeling, scientific visualization, texture mapping

68 Multiresolution green's function methods for interactive simulation of large-scale elastostatic objects

Doug L. James, Dinesh K. Pai

January 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 1

Full text available: pdf(8.69 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a framework for low-latency interactive simulation of linear elastostatic models, and other systems arising from linear elliptic partial differential equations, which makes it feasible to interactively simulate large-scale physical models. The deformation of the models is described using precomputed Green's functions (GFs), and runtime boundary value problems (BVPs) are solved using existing Capacitance Matrix Algorithms (CMAs). Multiresolution techniques are introduced to control the ...

Keywords: Capacitance matrix, Green's function, deformation, elastostatic, fast summation, force feedback, interactive real-time applications, lifting scheme, real-time, updating, wavelets

69 On the Role of Color in the Perception of Motion in Animated Visualizations

Daniel Weiskopf

October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(344.05 KB) Additional Information: full citation, abstract

Although luminance contrast plays a predominant role in motion perception, significant additional effects are introduced by chromatic contrasts. In this paper, relevant results from psychophysical and physiological research are described to clarify the role of color in motion detection. Interpreting these psychophysical experiments, we propose guidelines for the design of animated visualizations, and a calibration procedure that improves the reliability of visual motion representation. The guide ...

Keywords: Color, luminance, motion detection, perception, human visual system, flow visualization, information visualization

70 Computer animation with CINEMA

David R. Kalasky, Deborah A. Davis

December 1991 **Proceedings of the 23rd conference on Winter simulation**

Full text available: pdf(573.81 KB) Additional Information: full citation, references, citings, index terms

71 A differential compiler for computer animation

Michel J. Denber, Paul M. Turner

August 1986 **ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques**, Volume 20 Issue

4

Full text available: pdf(722.17 KB) Additional Information: full citation, abstract, references, citings, index terms

A program for the real-time display of computer animation on a bit-mapped raster display is presented. The differential compiler performs temporal domain image data compression using frame replenishment coding on successive frames of animation stored in memory as bitmaps and saves only the differences. A small run-time interpreter then retrieves and displays the differences in real-time to create the animated effect. This results in a significant reduction in storage requirements, and allows ani ...

72 Animating soft substances with implicit surfaces

Mathieu Desbrun, Marie-Paule Gascuel

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(280.89 KB) ps(3.09 MB) Additional Information: full citation, references, citings, index terms

Keywords: implicit surface, inelasticity, physics-based animation

73 Perception of change for a socially enhanced robot imitator

Yuval Marom, Gillian Hayes

June 2000 **Proceedings of the fourth international conference on Autonomous agents**

Full text available: pdf(857.81 KB) Additional Information: full citation, references, index terms

74 Interactive control of avatars animated with human motion data

Jehee Lee, Jinxiang Chai, Paul S. A. Reitsma, Jessica K. Hodgins, Nancy S. Pollard

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(8.00 MB) Additional Information: full citation, abstract, references, citings, index terms

Real-time control of three-dimensional avatars is an important problem in the context of computer games and virtual environments. Avatar animation and control is difficult, however, because a large repertoire of avatar behaviors must be made available, and the user must be able to select from this set of behaviors, possibly with a low-dimensional input device. One appealing approach to obtaining a rich set of avatar behaviors is to collect an extended, unlabeled sequence of motion data appropria ...

Keywords: avatars, human motion, interactive control, motion capture, virtual environments

75 Motion graphs

Lucas Kovar, Michael Gleicher, Frédéric Pighin

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(860.67 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a novel method for creating realistic, controllable motion. Given a corpus of motion capture data, we automatically construct a directed graph called a *motion graph* that encapsulates connections among the database. The motion graph consists both

of pieces of original motion and automatically generated transitions. Motion can be generated simply by building walks on the graph. We present a general framework for extracting particular graph walks that meet a user's s ...

Keywords: animation with constraints, motion capture, motion synthesis

76 Algorithm animation of neural networks

David Jackson, Ian G. Morton

June 1996 **Proceedings of the 1st conference on Integrating technology into computer science education**, Volume 28 , 24 Issue SI , 1-3

Full text available: pdf(434.94 KB) Additional Information: full citation, references, citings, index terms

77 Animating suspended particle explosions

Bryan E. Feldman, James F. O'Brien, Okan Arikan

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(5.44 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a method for animating suspended particle explosions. Rather than modeling the numerically troublesome, and largely invisible blast wave, the method uses a relatively stable incompressible fluid model to account for the motion of air and hot gases. The fluid's divergence field is adjusted directly to account for detonations and the generation and expansion of gaseous combustion products. Particles immersed in the fluid track the motion of particulate fuel and soot as they ar ...

Keywords: combustion, computational fluid dynamics, explosions, fire, natural phenomena, physically based animation

78 Artificial fishes: physics, locomotion, perception, behavior

Xiaoyuan Tu, Demetri Terzopoulos

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available: pdf(360.96 KB) ps(4.18 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper proposes a framework for animation that can achieve the intricacy of motion evident in certain natural ecosystems with minimal input from the animator. The realistic appearance, movement, and behavior of individual animals, as well as the patterns of behavior evident in groups of animals fall within the scope of the framework. Our approach to emulating this level of natural complexity is to model each animal holistically as an autonomous agent situated in its physical world. To d ...

Keywords: animate vision, artificial life, autonomous agents, behavioral animation, locomotion control, physics-based modeling

79 Image-based motion blur for stop motion animation

Gabriel J. Brostow, Irfan Essa

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(807.21 KB) Additional Information: full citation, abstract, references, citings, index terms

Stop motion animation is a well-established technique where still pictures of static scenes are taken and then played at film speeds to show motion. A major limitation of this method appears when fast motions are desired; most motion appears to have sharp edges and there is no visible motion blur. Appearance of motion blur is a strong perceptual cue, which is automatically present in live-action films, and synthetically generated in animated sequences. In this paper, we present an approach fo ...

Keywords: animation, computer vision, image-based rendering, motion blur, stop motion animation, temporal antialiasing, video post-processing

80 Visual simulation environment

Osman Balci, Anders I. Bertelrud, Chuck M. Esterbrook, Richard E. Nance

December 1998 **Proceedings of the 30th conference on Winter simulation**

Full text available: pdf(2.51 MB) Additional Information: full citation, references, citings, index terms

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